

CLAIMS

**WE CLAIM:**

1. A method for identifying an individual's personal, human networking style and capabilities through the use of interactive, software-program games or tools.
  
- 5 2. The method according to claim 1 wherein said computer software acquires, captures, retrieves and displays information about a person's attitudes, behaviors and characteristics in relation to human networking with other individuals in an interactive, graphical form.
  
- 10 3. The method according to claim 1 wherein said computer software contains design functions for managers to create a desired, networking framework for their subordinates.
  
- 15 4. The method according to claim 1 wherein said computer software contains analysis and design functions for project management activities.
  
5. The method according to claim 1 wherein said computer software contains analysis and design functions for performance management activities.
  
- 16 6. The method according to claim 1 wherein said computer software contains analysis and design functions for process management activities.
  
7. The method according to claim 1 wherein said computer software contains analysis and design functions for training and development activities.
  
  
- 20 8. The method according to claim 1 wherein said computer software connects and displays the network analyses of multiple users within a team, group, department,

organization, organizations or community in a graphical display of a multi-user network system.

9. The method according to claim 1 wherein said computer software enables the individual who is identified as the user's network connection to validate a user's own assessment.

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10. A method for providing guidance on personal, human networking through the use of interactive, computer software games or tools.

11. A method for providing personal guidance and advice through interactive computer software tools that deliver said guidance in a human context through the use of a humanized, virtual coach.

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12. The method according to claim 11 wherein the virtual coach is a talking head.

13. The method according to claim 11 wherein said computer software for personal coaching relates to organizational or management issues.

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14. The method according to claim 11 wherein said computer software for personal coaching relates to personal issues.

15. A method of constructing a human contacts network model that is displayable through use of a computer, the method comprising the steps of:

receiving a plurality of information regarding a user;

constructing a user icon for display, the user icon based upon the plurality of information regarding the user;

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constructing a first contact icon, the first contact associated with a first contact person;

constructing a second contact icon, the second contact associated with a second contact person;

5 linking the user icon with the first contact icon using a first relationship link, the relationship link associated with relationship currency information with respect to a personal relationship between the user and the first contact; and

10 linking the user icon with the second contact icon using a second relationship link, the second relationship link associated with relationship currency information with respect to a personal relationship between the user and the second contact.

16. The method of claim 15, wherein the relationship currency information is an indication of a perceived level of trust.

15 17. The method of claim 15, wherein the relationship currency information is an indication of a perceived level of mutuality.

18. The method of claim 15, wherein the relationship currency information is an indication of a perceived level of predictability.

20 19. The method of claim 15, wherein the relationship currency information is an indication of a perceived level of knowledge.

20. The method of claim 15, wherein the relationship currency information is an indication of a perceived level of power and/or influence.

21. The method of claim 15, wherein the network model can be manipulated by the user graphically in accordance with various user selections.

22. The method of claim 21, wherein the various user selections include a plurality of different network spaces.

5 23. The method of claim 21, wherein the network model is displayed on a monitor to the user using three dimensional computer graphics.

24. A method of using a human contact's network model for multiple users of an organization, where the human contact's network model is displayable through use of a computer, the method comprising the steps of:

10 inputting a plurality of information regarding a first user within an organization; displaying a first user icon, the first user icon identified with the plurality of information regarding the first user;

displaying a first contact icon, the first contact associated with a first contact person;

15 displaying a second contact icon, the second contact associated with a second contact person;

linking the first user icon with the first contact icon using a first relationship link for the first user, the first relationship link associated with relationship currency information with respect to a personal relationship between the first user and the first contact;

20 linking the first user icon with the second contact icon using a second relationship link, the second relationship link associated with relationship currency information with respect to a personal relationship between the first user and the second contact;

- inputting a plurality of information regarding a second user within an organization;
- displaying a second user icon, the second user icon identified with the plurality of information regarding the second user;
- 5 displaying a third contact icon, the third contact associated with a third contact person;
- displaying a fourth contact icon, the fourth contact associated with a fourth contact person;
- 10 linking the second user icon with the third contact icon using a third relationship link for the second user, the third relationship link associated with relationship currency information with respect to a personal relationship between the second user and the third contact;
- 15 linking the second user icon with the fourth contact icon using a fourth relationship link, the fourth relationship link associated with relationship currency information with respect to a personal relationship between the second user and the fourth contact; and
- linking the first user icon with the second user icon using a fifth relationship link, the fifth relationship link associated with relationship currency information with respect to a personal relationship between the first user and the second user.
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25. The method of claim 24, where access to different levels of user information are set by a method, the method comprising:
- the first user selects the level of access available, and thereby the information displayed, to the second user for the plurality of information with respect to the first user, with respect to the plurality of relationship links with each first user contact, and with respect to the plurality of information associated with each first user contact; and

the second user selects the level of access available, and thereby the information displayed, to the first user for the plurality of information with respect to the second user, with respect to the plurality of relationship links with each second user contact, and with respect to the plurality of information associated with each second user contact.

5           26. The method of claim 24, further comprising training personnel through use of the human contacts network model constructed for the first and second user.

27. The method of claim 26, wherein the training includes network management training based on management objectives of the organization.

10       28. The method of claim 24, further comprising interacting with the first and second users through interactive question and answer sessions and modifying the network model based on said interactive question and answer sessions.

29. A method of interacting with a human contact network model, the method comprising.

15       providing a first version of a human contact network model that includes a user icon that provides information regarding a first person, a plurality of contact icons that provide information regarding a plurality of other persons, and a plurality of relationship links that provide information regarding a personal relationship between the first person and at least one of the other persons; and

20       modifying the first version of the human contact network model to create a second version of the human contact network model.

25       30. The method of claim 29, wherein the first version of the human contact network is modified to create the second version based on a perceived change in behavior of the first person or of the other persons or based on a perceived change in the

personal relationships between the first person and at least one of the other persons.

31. The method of claim 29, wherein at least one of the relationship links is indicative of relationship currency information with respect to a personal relationship between the first person and at least one of the other persons.  
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32. The method of claim 29, wherein the relationship currency information is an indication of a perceived level of trust.
33. The method of claim 29, wherein the relationship currency information is an indication of a perceived level of mutuality.
- 10 34. The method of claim 29, wherein the relationship currency information is an indication of a perceived level of predictability.
35. The method of claim 29, wherein the relationship currency information is an indication of a perceived level of knowledge.
- 15 36. The method of claim 29, wherein the relationship currency information is an indication of a perceived level of power and/or influence.
37. The method of claim 29, wherein the second version contains a contact icon that was modified by a second person associated with the contact icon.
38. The method of claim 37, wherein the contact icon is modified in response to data communications over a distributed computer network.
- 20 39. A computer implemented system for interacting with a human contact network model, the computer implemented system comprising:

a user interface to display a first version of a human contact network model that includes a user icon that provides information regarding a first person, a plurality of contact icons that provide information regarding a plurality of other persons, and a plurality of relationship links, at least one of the plurality of relationship links providing information regarding a personal relationship between the first person and at least one of the other persons;  
5 and

10 a user based network model editing function for modifying the first version of the human contact network model to create a second version of the human contact network model.

40. The system of claim 39, wherein the first version of the human contact network is modified to create the second version based on a perceived change in behavior of the first person or of the other persons or based on a perceived change in the personal relationships between the first person and at least one of the other persons.  
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41. The system of claim 39, wherein at least one of the relationship links is indicative of relationship currency information with respect to a personal relationship between the first person and at least one of the other persons.